

FIG. 1

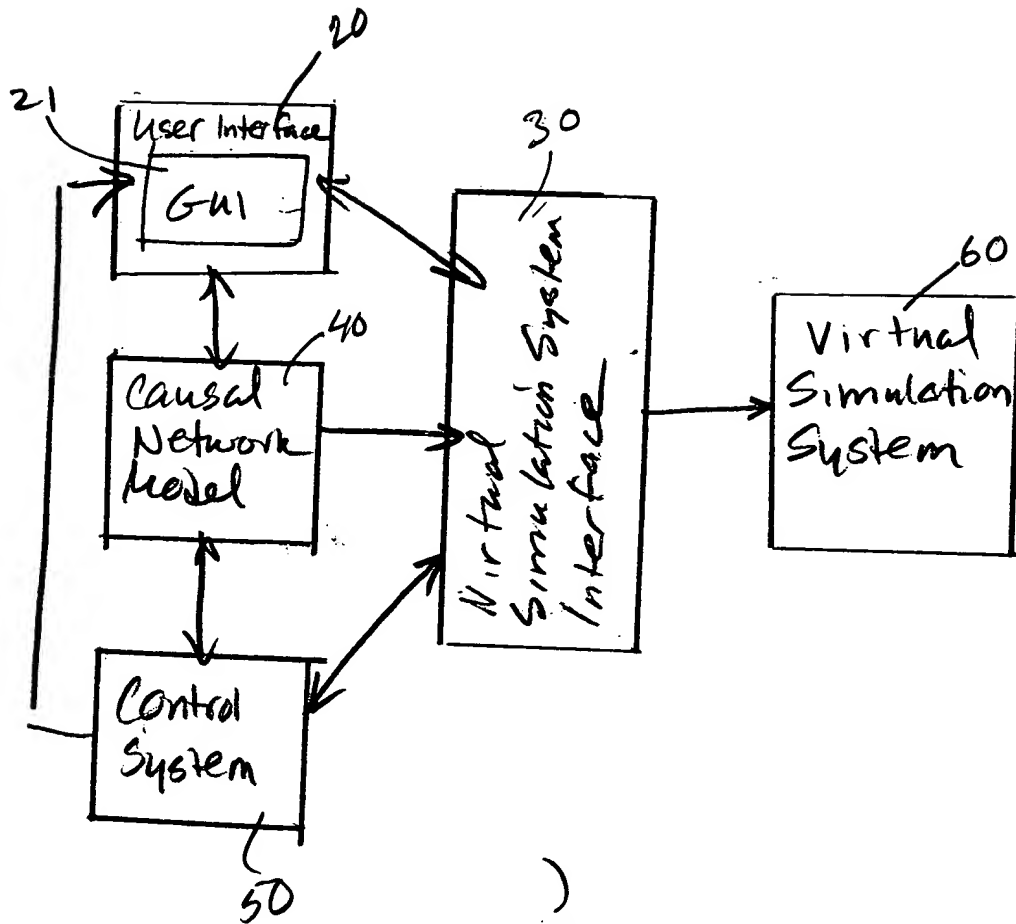
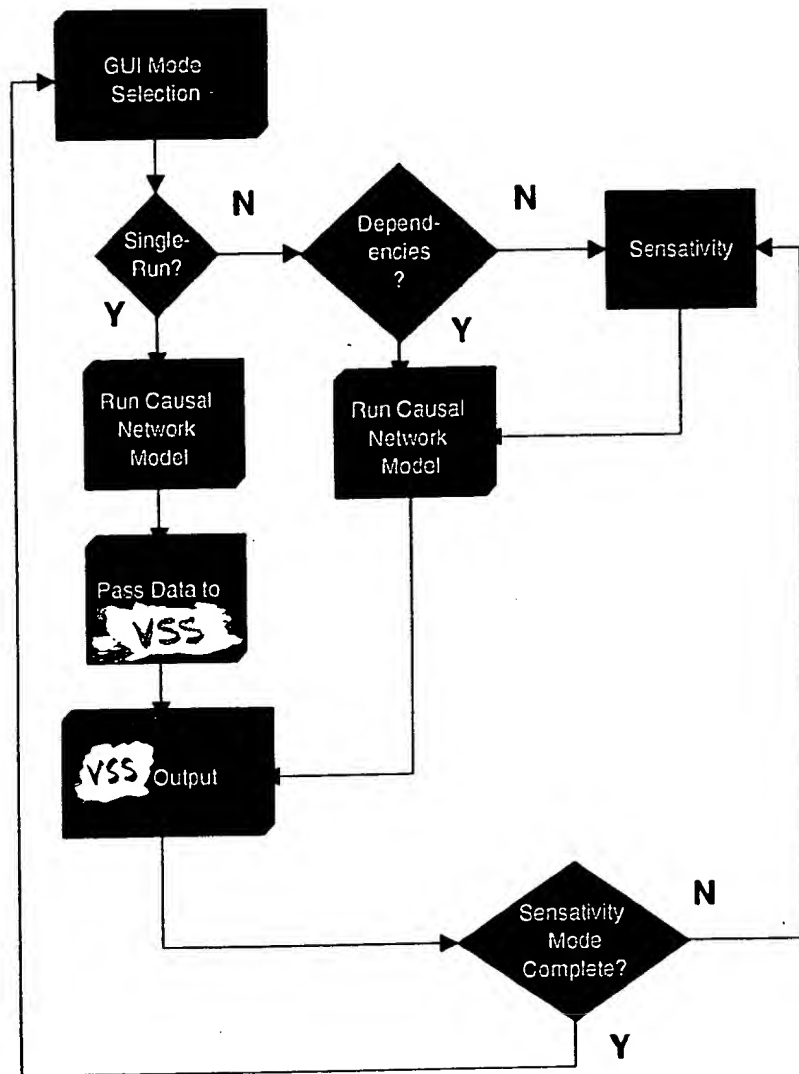


FIG. 2



LSI

VSS = Virtual simulation system  
 gui = graphics user interface

FIG. 3

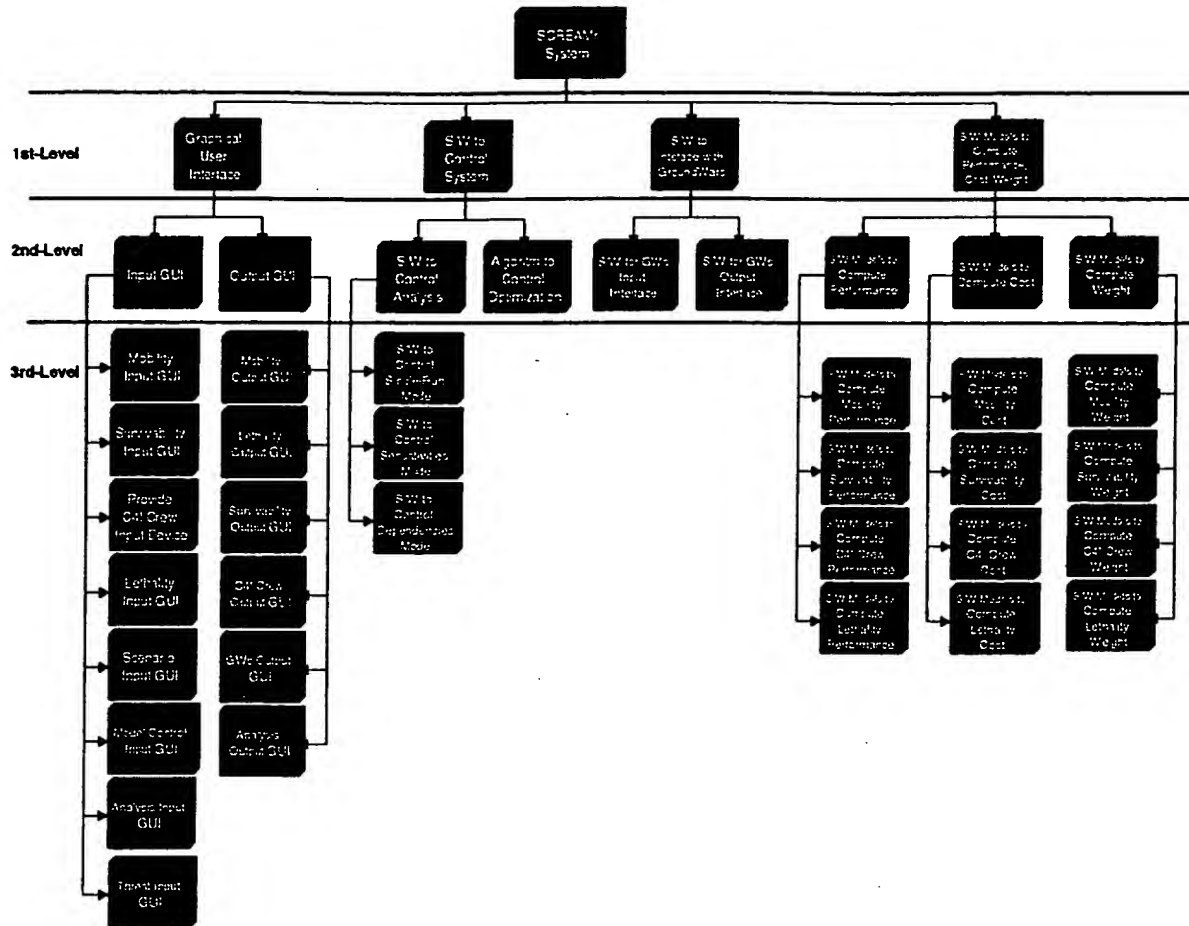
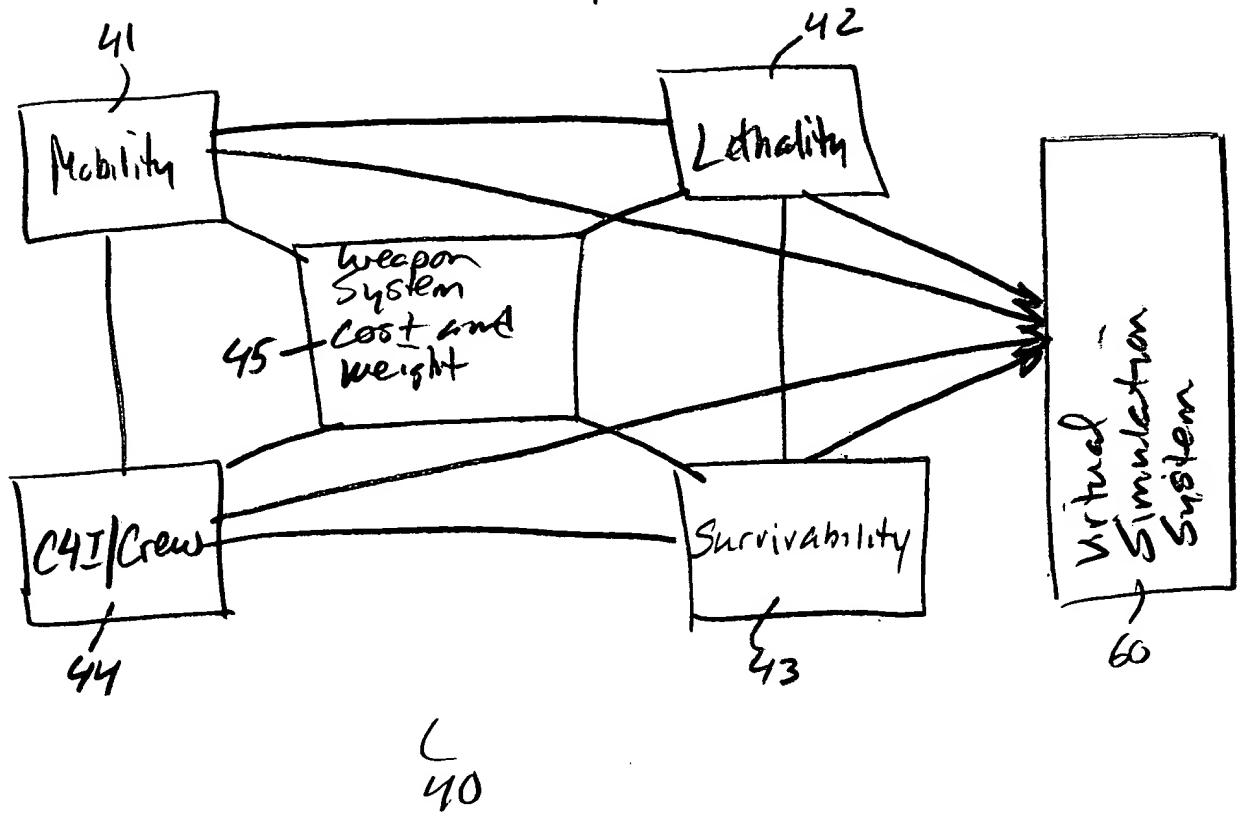


FIG. 4



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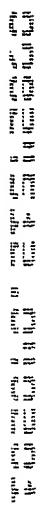


FIG. 6

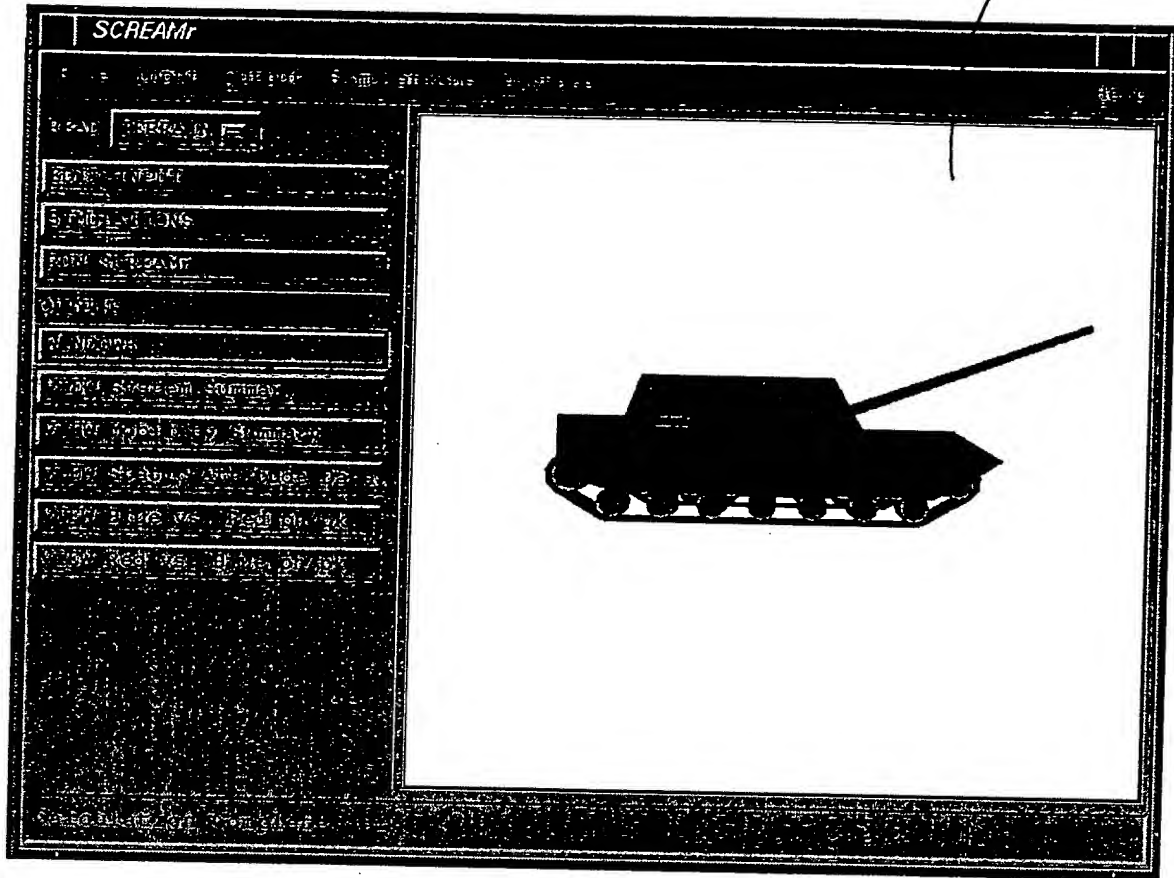


FIG. 7

Powertrain Input			
POWERTRAIN			
Powerplant Type	Diesel <input type="checkbox"/>		
Transmission Type	Mechanical <input type="checkbox"/>		
Engine Power	830.0000	horsepower	<input type="checkbox"/>
Fuel Tank Volume	260.2000	gallons	<input type="checkbox"/>
<b>ADVANCED POWERTRAIN OPTIONS</b>			

FIG. 8

Hull Input	
HULL	
Mobility Type	Tracked <input type="checkbox"/>
Crew In Hull - forward	2
Crew In Hull - middle	0
Crew In Hull - rear	0
Crew In Turret - High	0
Crew In Turret - Low	0
Engine Location	Rear <input type="checkbox"/>
Turret Location	Middle <input type="checkbox"/>
Ready Magazine WRT Deck	Below <input type="checkbox"/>
Missile Location	Middle <input type="checkbox"/>

FIG. 9

Mobility Output	
MOBILITY	
Track Width (mm)	632.912
Track Length on Ground (mm)	4866.430
Max Cross Country Speed (m/s)	12.772

FIG. 10

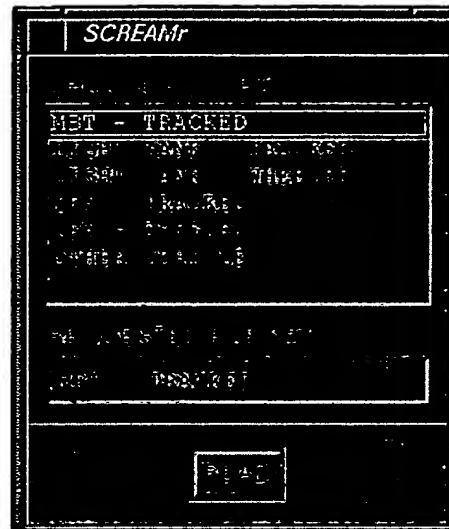


FIG. 11

*Groundwars Scenario Input*

### SCENARIO

☐ Run Groundwars

Number of Friendly Vehicles

Number of Enemy Vehicles

Max. Number of Iterations

Statistical Confidence (%)

Statistical Width

Combat Situation



FIG. 12

Groundwars Output			
GROUNDWARS SUMMARY			
Blue Vehicles	1.000	Red Vehicles	3.000
Blue Vehicles Killed	3.372	Red Vehicles Killed	3.659
Blue Exchange Rate	3.141	Loss Exchange Ratio	1.000

FIG. 13

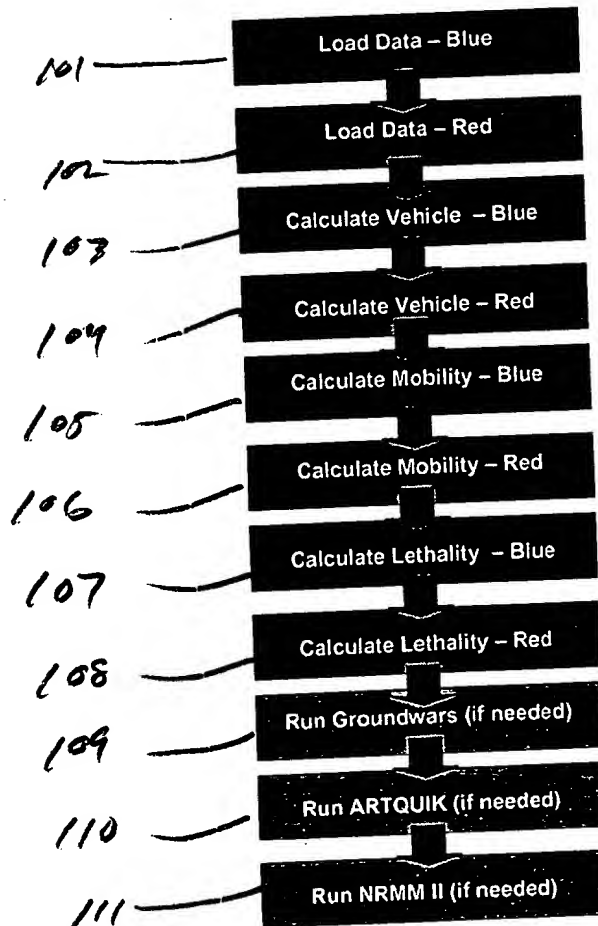


FIG. 14

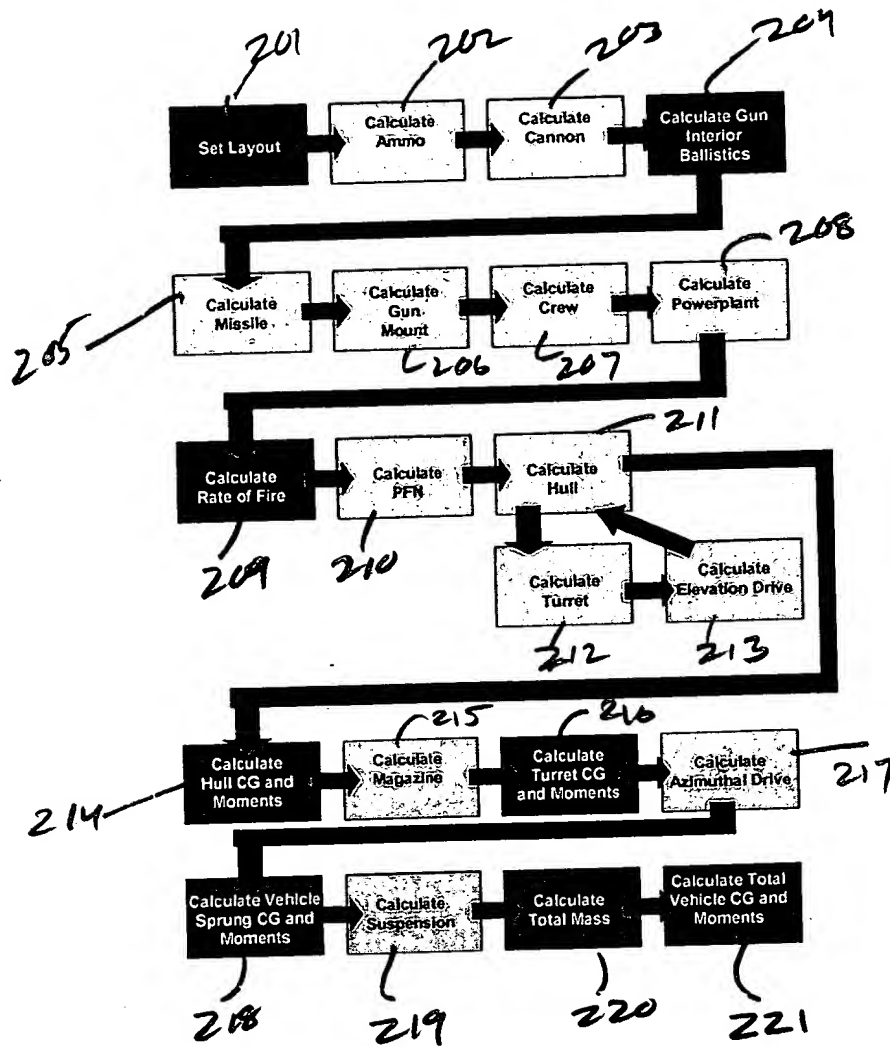


FIG. 15

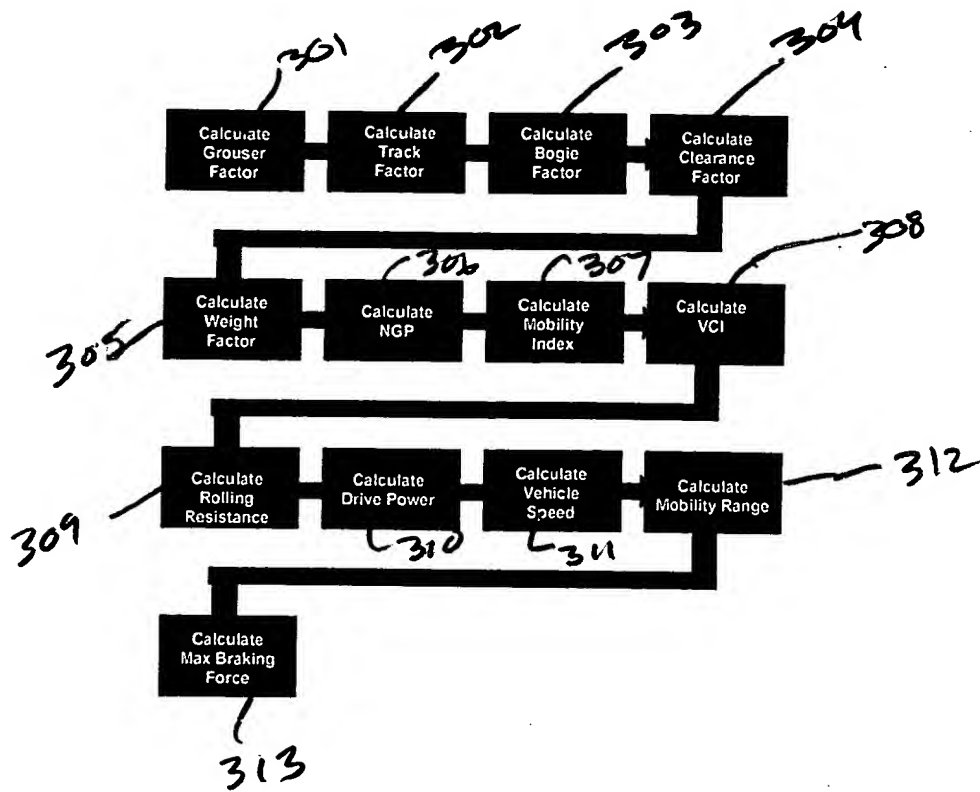
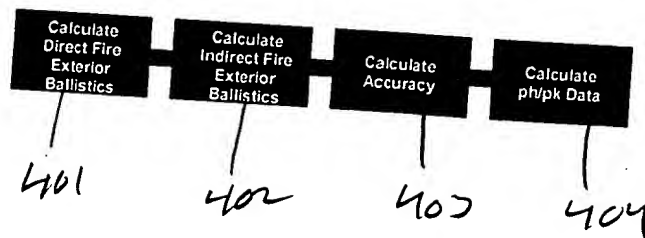


FIG. 16



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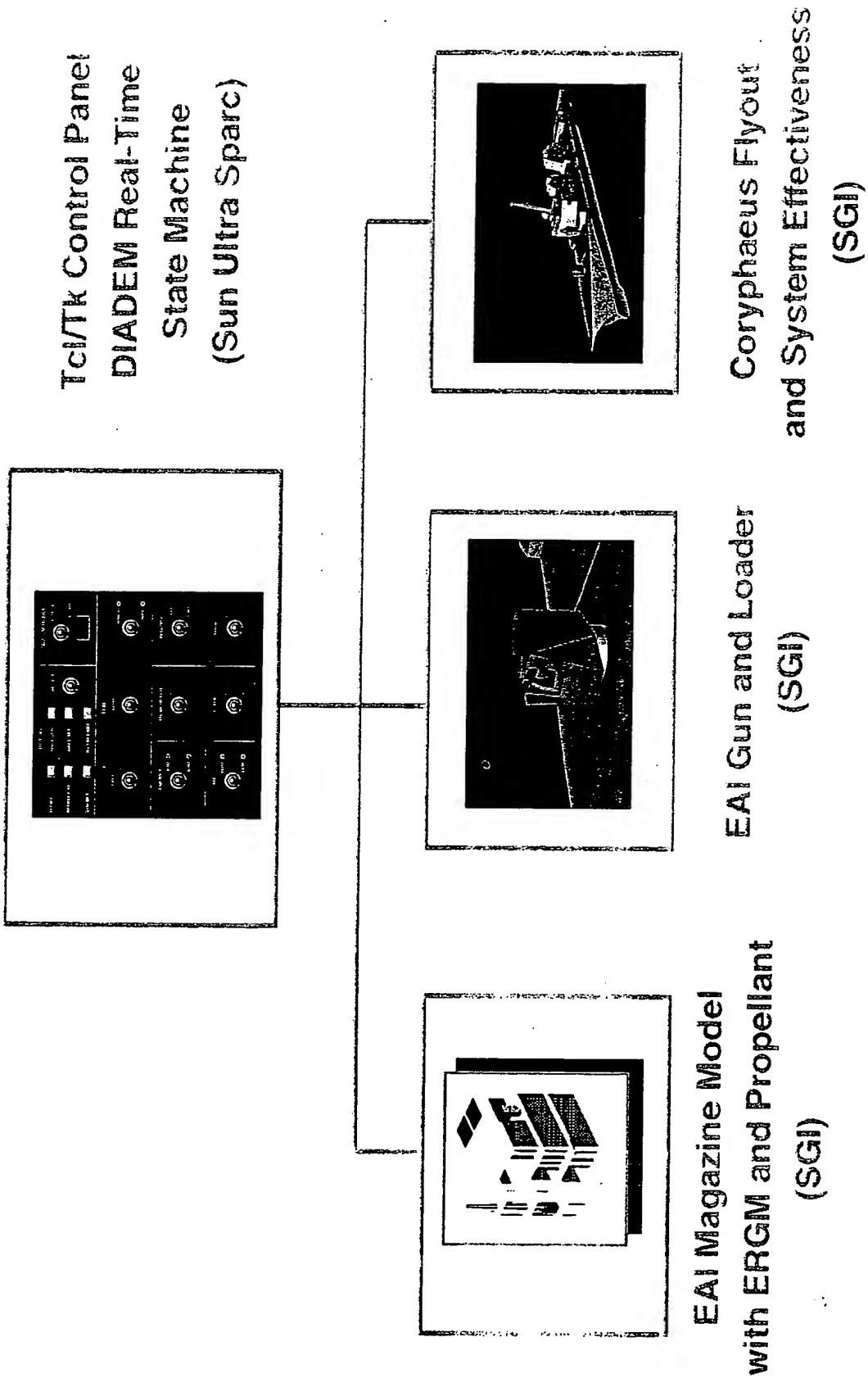


FIG. 17

Company Private

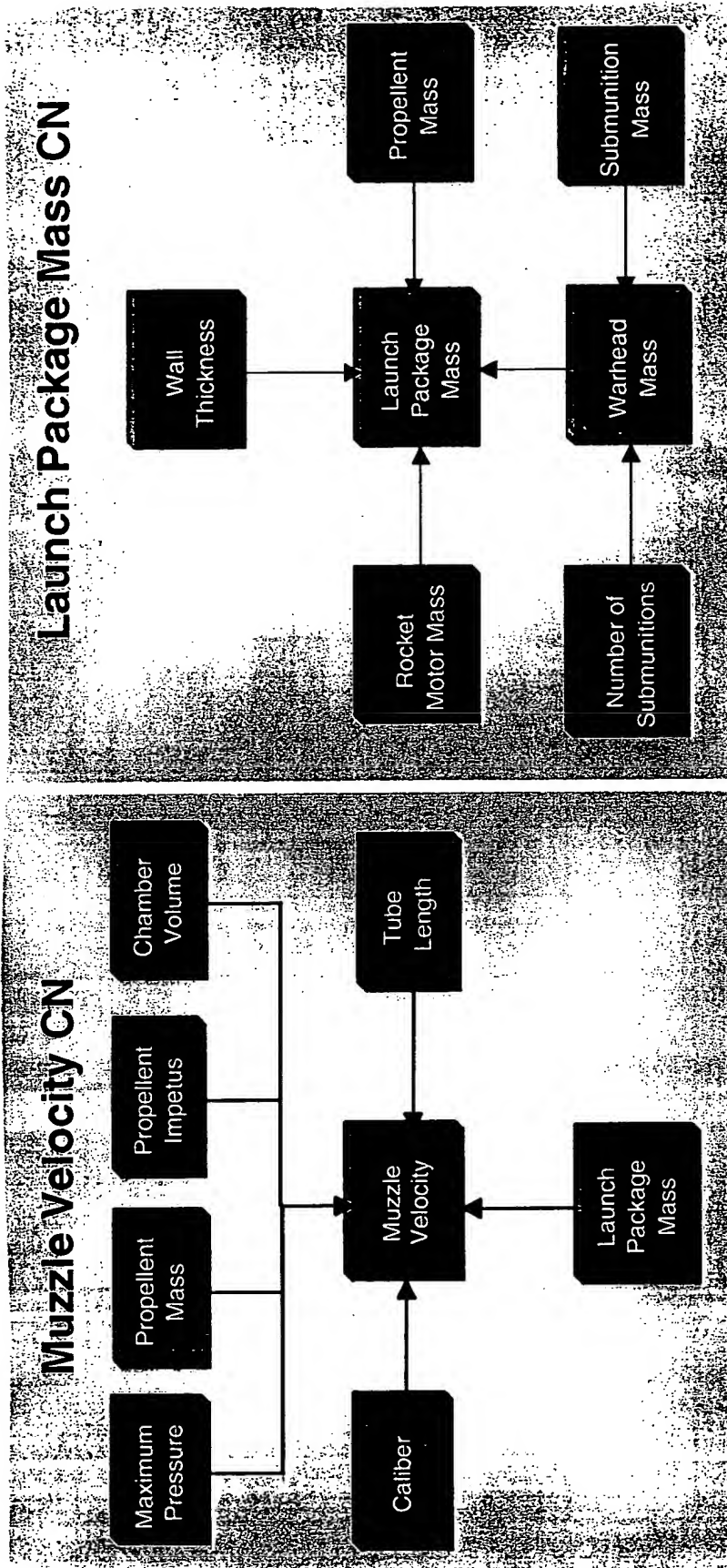


FIG. 18

FIG. 19

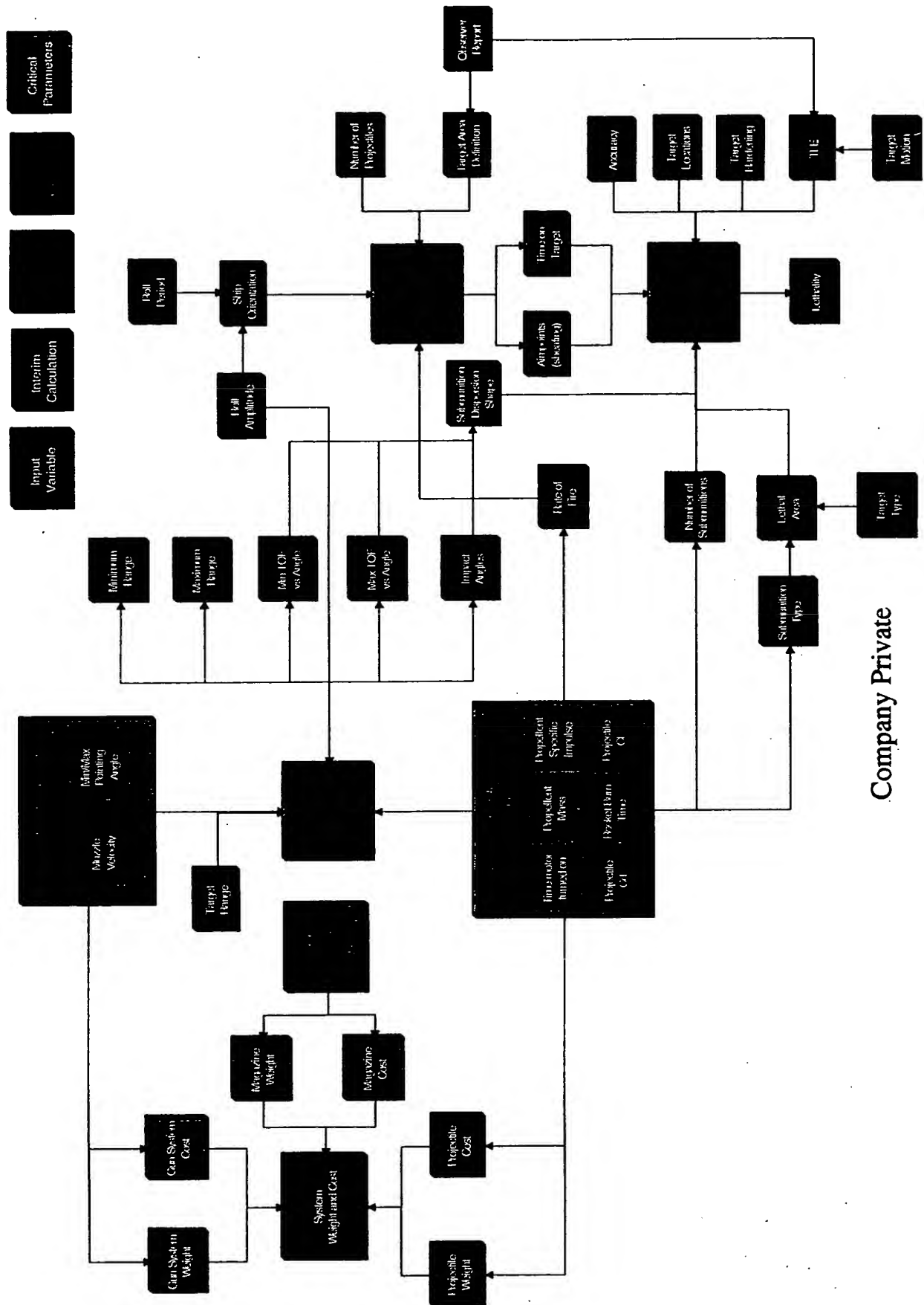


FIG. 20

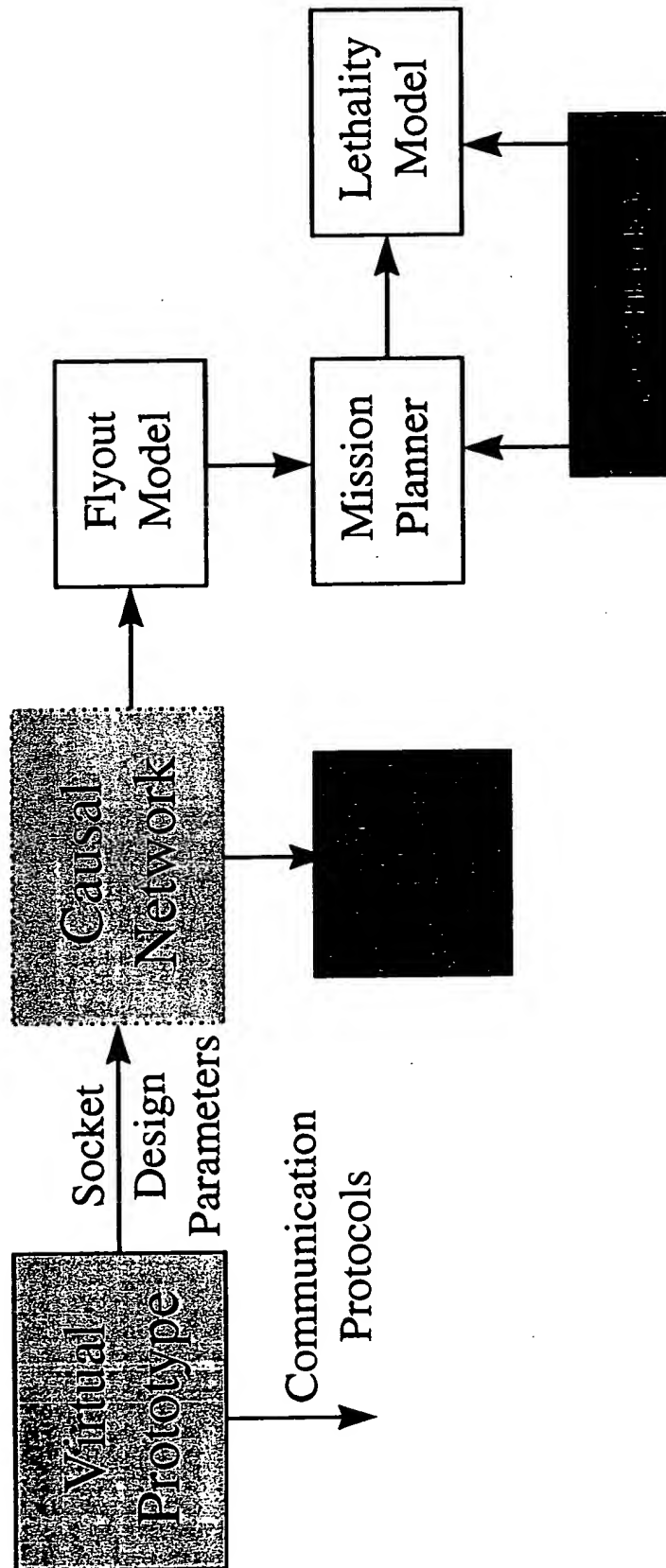


FIG. 21

